

Abstract

The thesis "Audience reception to the paradoxical narrative in the series Game of Thrones" focuses on the research of the audience and its reactions to the unusual plot twists in the series Game of Thrones produced by HBO. The Audience and its reactions to specifically selected twists were researched through qualitative methods of deep semi-structured interview which was carried out with ten respondents. „Primary“ audience, i.e. the viewers who had not read any books from the Ice and Fire saga before watching the show, was chosen as a research sample for this study. Reactions of this audience are more spontaneous and unpredictable. The primary aim of the research is to find out how viewers react to the newly defined paradoxical narrative in the Game of Thrones series and why they keep watching this series despite its unusual plot twists.